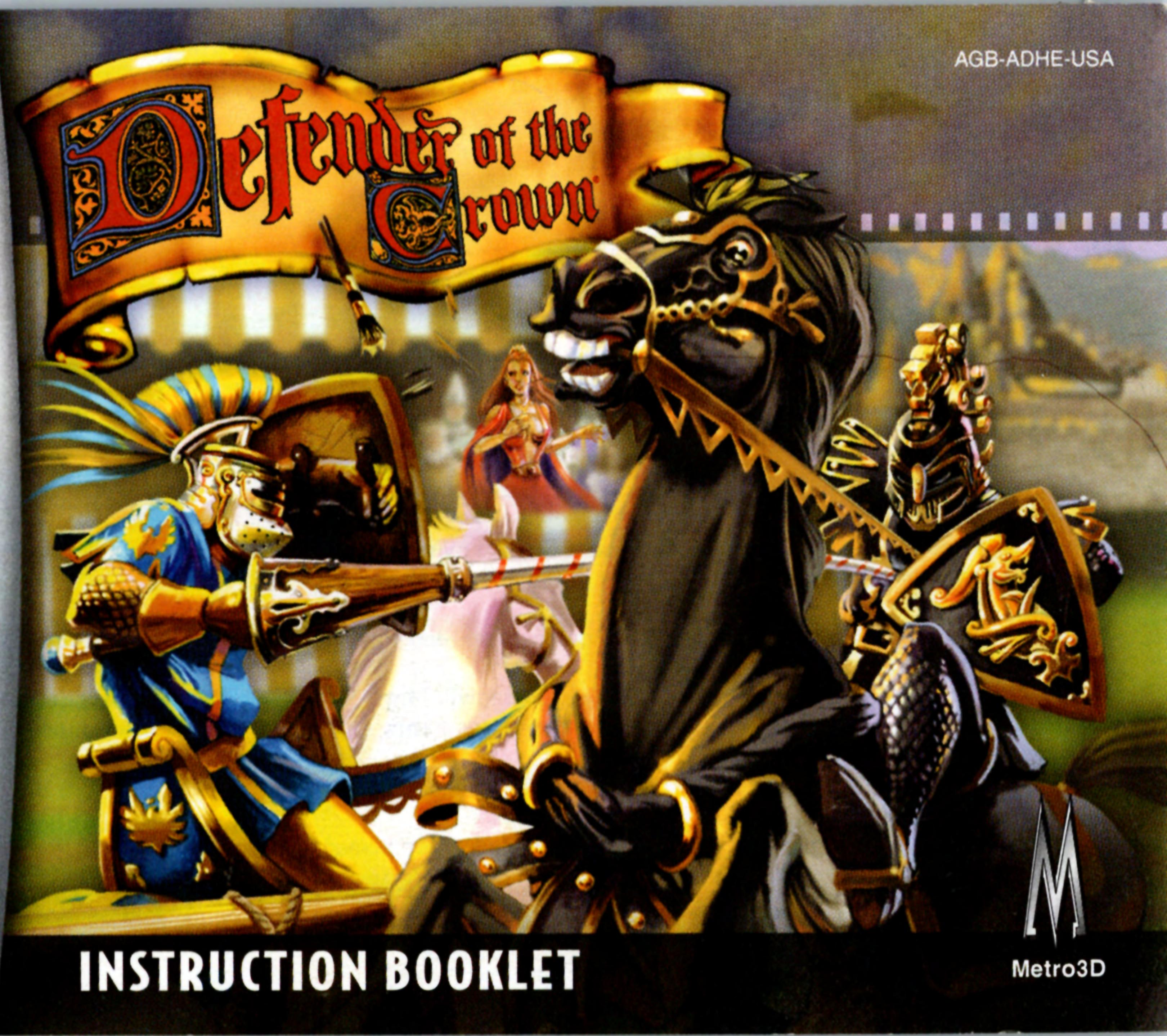


GAME BOY ADVANCE



INSTRUCTION BOOKLET

AGB-ADHE-USA

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Metro3D

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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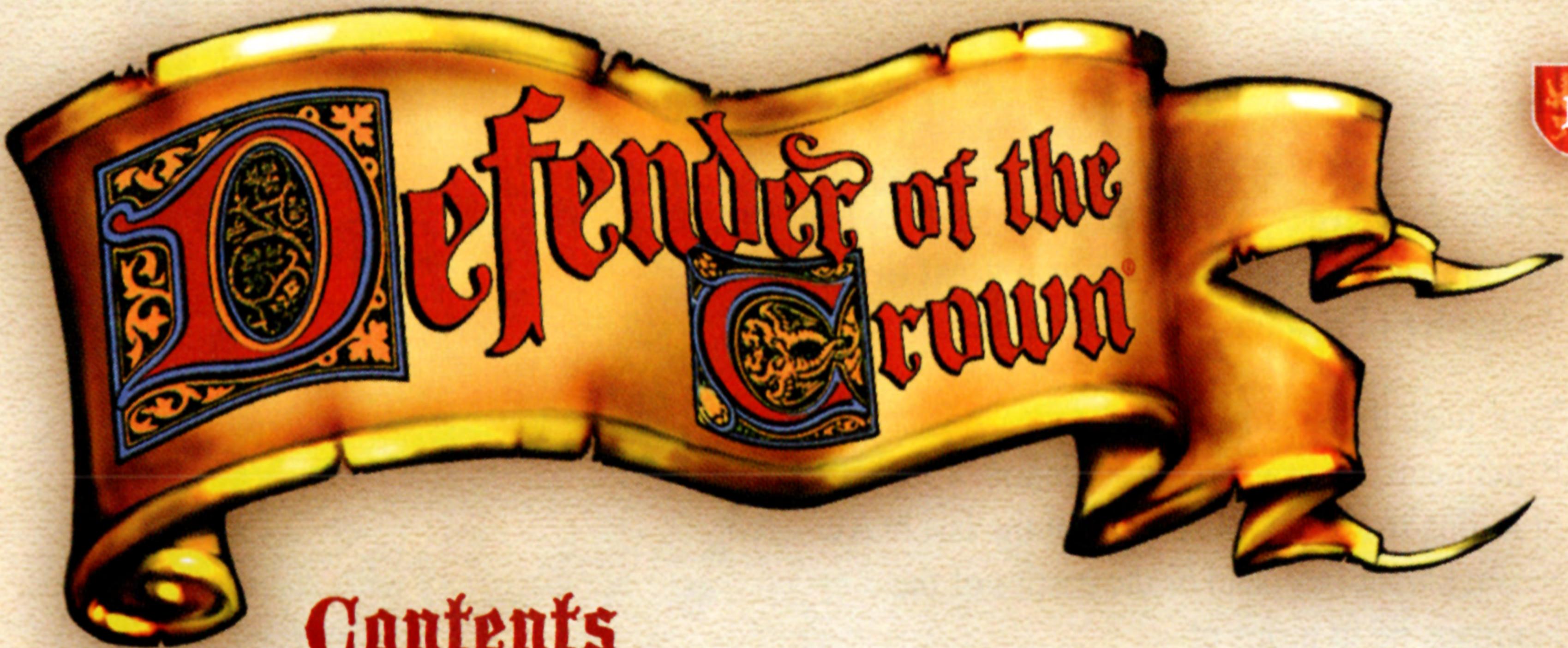
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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.



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It is a Time of Legends.

A time for heroes. A time of bitter strife, when great men rise above their peers to perform great deeds.

A chapter of history is in the making.

Your liege the king is dead, the throne vacant. Britain enters a season of destruction, a winter of killing that can end only when the last brave Saxon knight lies dead or the castles of the Normans lie in heaps of rubble, emptied of the foul oppressors who have enslaved your people.

It is a time when foreign invaders shall learn truths administered by the shining blades of Saxon swords. It is a time when heroes are made, and legends are born.



General Controls



Getting Started

Insert the **Defender of the Crown™** Game Pak in your Game Boy® Advance and turn the power ON.

Begin Campaign – This will begin a new game. If you already have a game in progress, beginning a new campaign will save over the previous one.

Continue Campaign – This will continue a previously saved game.

Enemy Skill – Setting this to **EASY**, **MEDIUM**, or **HARD** will determine the aggressiveness and skill of your foes in the game to come.

Music – Setting this to **OFF** will turn off the music for the remainder of the game. The music can be turned back on from the **OPTIONS** menu. This menu can be accessed by pressing **START** while the map of England is displayed.

SFX – Setting this to **OFF** will turn off the sound effects for the remainder of the game. The sound effects can be turned back on from the **OPTIONS** menu. This menu can be accessed by pressing **START** while the map of England is displayed.

Credits – This allows you to view the credits for **Defender of the Crown**.



Begin Your Campaign

After beginning a new game, choose your character on the character selection screen by pressing the Control Pad Left or Right to bring up one of the four Saxons lords. Press the A Button to select your character.

Each of the four lords have different strong and weak points. Be sure to consider your choice of character carefully, and try to pick one that suits your own playing style.

LORD SKILLS:

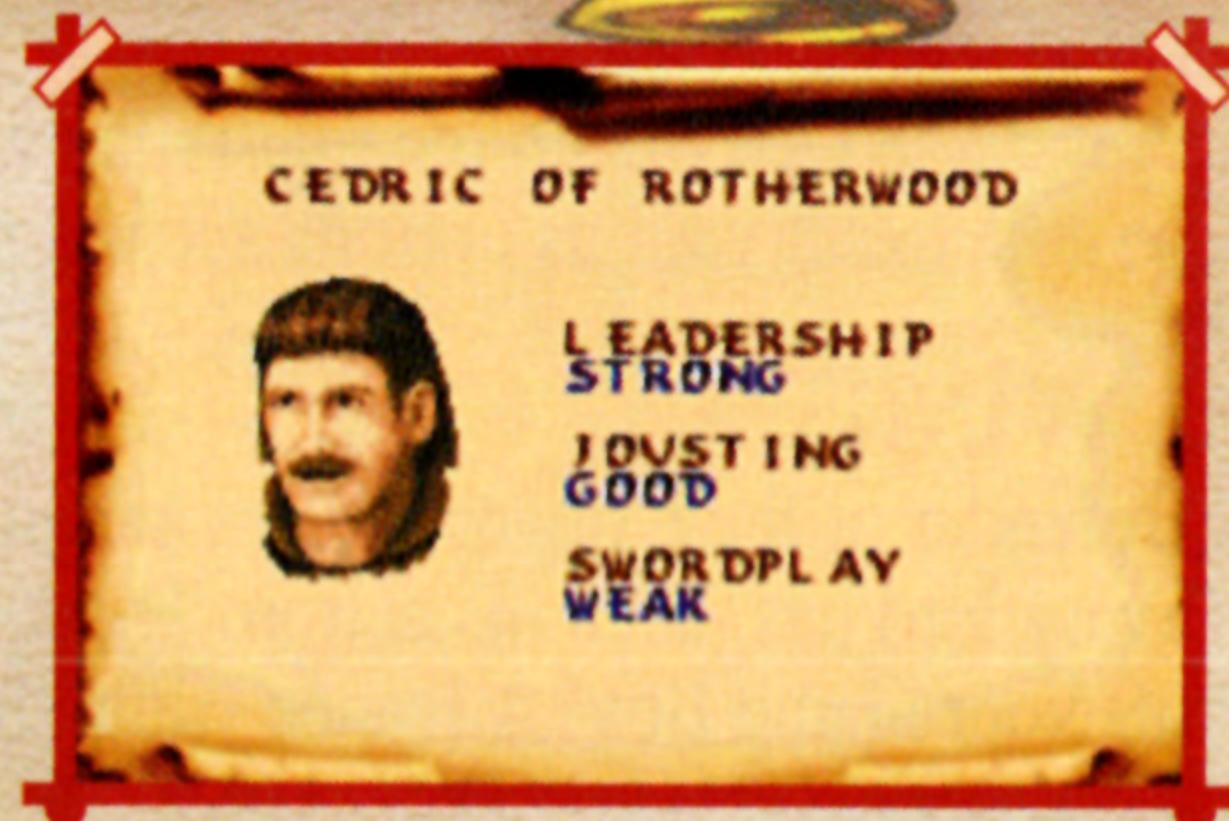
Leadership: This measures a lord's skill in battle. A lord with a high leadership rating may be able to turn the tide of a battle, even when outnumbered. Certain events during the game may have a positive or negative effect on your leadership.

Jousting: This determines a lord's effectiveness on the tournament grounds. Lords with a high Jousting rating will have an easier time controlling the lance and a greater chance of hitting their opponent.

Swordplay: This measures a lord's skill with a blade. A high Swordplay rating means a lord will deal more damage and receive less damage during sword battles.

Your goal over the course of the game is to claim the throne of England by conquering all three of the Norman castles in the south of the land. Though you and your fellow Saxons share a common enemy, they too may turn on you as the war rages on.

When the game begins, choose your actions by pressing the Control Pad to highlight options on the game menus. Each turn in the game takes one month of time. At the beginning of each turn, you're given an income based on the lands you currently occupy.



Begin Your Campaign

Pressing START from the main map will bring up the OPTIONS menu. Here you will be able to set various options such as sound and QUIT the current game.



SAVING

Defender of the Crown features an auto-save function. The game is saved at the beginning of each month, after every lord has taken his action. Though the saving process only takes a very short amount of time, do NOT turn off your Game Boy® Advance while the game is being saved.

READING THE MAP:

The map of England is divided into 18 territories, each of which has their own income level and a certain number of vassals. When a lord conquers a territory, that amount of income is added to his monthly total and the vassals can be recruited into his army (See “Building Your Army” page 7.)

Each territory offers a different strategic advantage. Smart commanders will plan their conquest by using the **READ MAP** command. By selecting this command, then selecting a territory, your spies will report that territory's income, number of vassals, and current owner. If the territory is owned by a lord, the report will also show that lord's skill in battle, swordfighting, and joust.

Each lord's domain is also represented by a different color—one for each of the six lords. To get a better view of the England map, press and hold either the L Button or R Button to make the main menu disappear.



Building Your Army



To purchase troops for your army select **BUY HOME ARMY** from the main menu. Then press the Control Pad Up or Down to select the troop type from **SOLDIERS**, **KNIGHTS**, **CATAPULTS** or **CASTLES**.

TROOP TYPES:

Soldiers: The backbone of any army. Though they lack high attack power and will often fall quickly in battle, soldiers are cheap and effective when used in large numbers.

Knights: Elite armored units. Knights are more costly, but can take much more damage and overpower weaker Soldiers.

Catapults: Though these massive siege engines are slow, they can be immensely damaging on the battlefield and are a must if you want to attack a castle.

Castles: You may wish to fortify your captured lands with additional castles over the course of the game. Press the A Button to purchase a castle and you will be prompted to select a territory in which to place it. You must have at least one free territory to purchase a castle.

Press the Control Pad Right to add troops to your army for the listed cost. Press the Control Pad Left to sell back any troops you just purchased. Pressing the R Button or L Button will transfer troops in groups of ten.

Select **CONTINUE** to complete your purchase. If you wish to cancel the purchase altogether, press the B Button.

Any new troops will be added to your home army, and your turn will end. Purchasing a castle does not cost you a turn, but you must choose the location of your new castle from your available territories. Only one castle can be placed in each territory and you may not purchase a castle if you have no open territory in which to place it.



Conquest

Your campaign army is represented on the map by your character's banner. Select **MOVE CAMPAIGN** to capture hostile or undefended territories or to move through friendly ones. You may enlist the aid of the legendary outlaw, Robin Hood, before attacking by choosing to **VISIT ROBIN**.

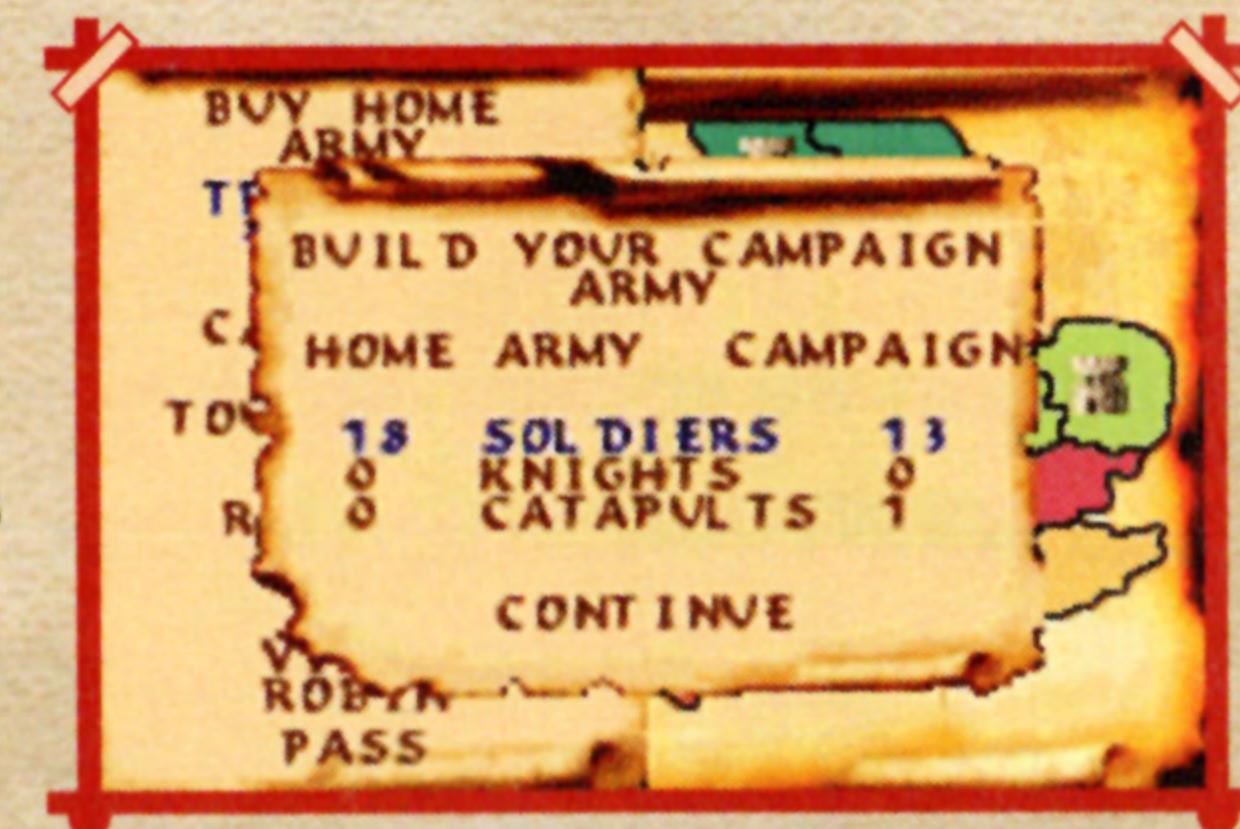


After selecting the **MOVE CAMPAIGN** command, you will need to select your destination. Highlight the territory you wish to move to with the Control Pad and press the A Button to give the marching order. Remember, you can only move freely through territories you already own. If you wish to move through another lord's land, you will need his permission – or you will need to conquer it by force.

As your army grows you will want to fortify your lands by leaving troops to guard them. You can do this through the **TRANSFER FORCES** command. Go to a territory that you currently own and transfer troops into that territory to add a layer of defense between your enemies and your home castle. If you've built a castle in that region, a manned garrison can provide a formidable barrier against invaders.

Troops can also be used to bolster your home castle. Once at your home territory, you can **TRANSFER** men into and out of your castle, including troops you have previously purchased.

Transfer forces into your campaign army by selecting a troop type and pressing the Control Pad Right. Press the Control Pad Left to transfer forces out of your campaign army and into the currently occupied territory. Pressing the R Button or L Button will transfer troops in groups of ten.



Battles

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If you move your campaign army into a territory occupied by another lord, a battle may ensue. Early in the game, your fellow Saxons will offer you safe passage through their lands, but you won't be able to rely on their allegiance for long.

When a battle begins, you will be prompted to pick your combat strategy. If the strategy you've chosen doesn't seem to be working, you can change at any time during the battle by highlighting the command and pressing the A Button.

Ferocious Attack: This attack will send your armored knights to the front of the battle. This can have a devastating effect on a group of soldiers, but if your opponent has many knights, or is particularly skilled in battle, this strategy could backfire.

Stand and Fight: A standard engagement. Your soldiers and knights will stand their ground and fight with honor.

Outflank: An attempt to use superior tactics to overcome the enemy. Outflank doubles the effect of leadership – a strong leader can increase an army's effectiveness, while a weak leader has no effect.

Catapult Barrage: Pulls your troops back and bombards the enemy with catapult fire. This tactic is slow to take effect, but can be devastating, even against superior numbers. Only available if you have one or more catapults in your army.



Battles

Wild Retreat: Calls your troops back from the battlefield. If you're engaged in a losing battle don't be afraid to sound the retreat if the outcome looks grim. Better to salvage what you can than to have your entire army decimated. Note that you cannot retreat from your home castle. If the invaders have made it that far, you must battle to the death.

In addition to the battles of your campaign army, you may be called on to lead your garrisoned troops in combat. When one of your territories is attacked, you will be given the choice to **DEFEND TERRITORY** or **LET GARRISON DEFEND**. The first choice will give you full control over your garrisoned troops, while the second will let them choose their own strategy. Either way, garrisons will always fight to the death – retreat is not an option.

SIEGES

If you attempt to attack a territory fortified with a castle, you'll need to break through the keep's defenses before you can do battle. Because of this, you will need at least one catapult in your campaign army to attack a fortified territory.

To begin the siege, simply choose your ammunition with the Control Pad and press the A Button to begin bombardment. You can choose from the following payloads:



Battles

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Boulders: These giant stones are the only payload capable of breaking down the thick walls that protect your enemy's keep. Be sure to aim for the weakest point in the castle defenses—the top of the keep's walls.

Greek Fire: This payload will substantially reduce the size of the defending garrison, however, you must first knock a hole in the castle wall before you can hope to hit the inner keep with Greek Fire. The effect of Greek Fire gets stronger over the course of the siege—the earlier you use it, the more effective it will be.

Disease: As with Greek Fire, disease will thin out the ranks of the defending garrison and must be fired through a hole in the castle wall. However, as opposed to Greek Fire, disease starts out strong and gets gradually weaker as the siege wears on.

SIEGE CONTROLS:

A Button: Press and hold to begin cranking the catapult back. When the catapult is cranked to the correct tension, release the A Button to fire.

The farther the arm is pulled back the farther your payload will travel; aim for the top of the wall first, then aim lower to destroy it piece by piece.

An undamaged castle offers a substantial bonus to the defenders. So be sure to weaken it and the defending garrison before the battle begins. However, if you wish to dive directly into the battle, select **CEASE SIEGE** to end the siege early.

The battle will begin automatically after 6 days. To completely knock the wall down—and eliminate its defensive bonus—you must hit it with a boulder 6 times in a row. If you've used Greek Fire or disease to weaken the defending garrison, keep in mind that you will be unable to fully break down the defender's wall – and you'll be going into the battle at a disadvantage.



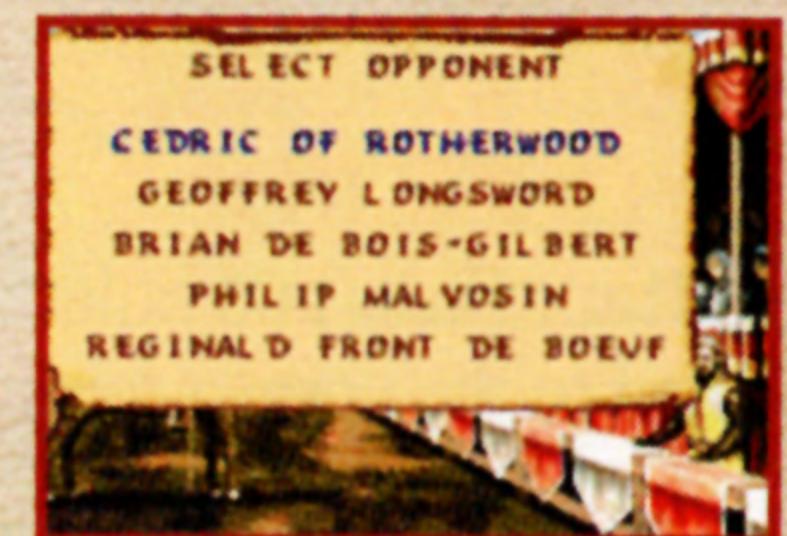
Tournaments

You need at least five gold to host a jousting tournament. When other lords hold tournaments, the code of chivalry requires you to attend, but there will be no charge. To host a tournament yourself, select **HOLD TOURNAMENT** from the main menu.

When attending a tournament, you will have two options: joust for land or fame. If you choose to joust for fame, you must select an opponent to joust against. This is vital—know your opponents well and you will be victorious. Earning fame from the tournament can have an important effect on the rest of the game. If you earn enough fame, your lord will receive a Leadership bonus in battle.

If you choose, however, to joust for land you must be ready to wager one of your own territories! The land you choose to contest for will determine the lord that you will joust against. Be careful, as some of the lords are experts on the tournament grounds! Naturally, you must have at least one spare territory to wager land.

Once the charge begins, you will have control over your jousting lance. Aim the tip of your lance at your opponent as his horse approaches. Those with a higher skill at jousting will have less “bob” in the lance as they charge down the list! Be careful who you go up against—as it will spell the difference between victory or humiliating defeat!



Tournaments

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JOUST CONTROLS:

Control Pad: Aim the lance.

To unseat your opponent, you must break your lance against his body, but landing a blow elsewhere will still get you points in the tournament. You will get three chances against each opponent—the participant who ends the round with the most points will be declared the champion!

Shield: 1 point

Head: 2 points

Body: 3 points

Your point totals are displayed upper right-hand corner of the screen. Your opponent's total is listed in the upper-left.

If you are knocked from your horse, you still have a chance to reclaim your honor and take a point from your opponent by defeating him in one-on-one mace combat.

MACE CONTROLS:

Control Pad Right: Advance toward your opponent.

Control Pad Left: Retreat.

A Button: Press to begin charging an attack; release to swing.

B Button: Hold to block



Raiding

If you begin to run low on war funds, you can expand your coffers by “borrowing” a bit from your neighbors. Select **GO RAIDING** from the main menu to execute a midnight raid on another lord’s castle—and his treasury. Raiding is a good way to weaken a stronger opponent, especially in the later stages of a game. Try to steal his gold with a raid—immediately after he attacks you—to deny him the chance to buy additional troops.

Select another lord’s home territory to begin the raid. Remember, each lord has varying skills at swordplay. Some castles may be more difficult to raid than others.

RAIDING CONTROLS:

Control Pad Right: Advance into the castle.

Control Pad Left: Retreat.

A Button: Lunging attack

B Button: Block

R Button: Horizontal swipe

Although you can block your opponent’s incoming attacks, a more effective strategy is to parry with an attack of your own. This will knock his sword out of the way and leave him open to a crushing counter attack!

Remember to advance to the right of the screen as you continue swordfighting—your goal is to get to the treasury! (Or, if you’re lucky enough, a damsel in distress...) Keep in mind that if you back up too far, you will flee the castle, losing your chance at the enemy’s gold and a bit of your reputation in the process.



Ending your Campaign



You may wish to take a break during your conquest of England. Since the game is saved at the end of every turn, you can freely quit the game from the options menu at any time. The game will resume from the same turn.

The game will continue until one of the three Saxons conquers all three Norman castles. If you are the skillful lord who manages this feat, you will be crowned King of England. Though the other Saxons are your allies, keep in mind that they all have their eyes on the throne.

The game will also end if your home castle is overtaken. Be sure to keep it securely defended at all costs!

Credits

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Credits

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Bobby Thomson
Jamie Brown

Notes

Warranty

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